

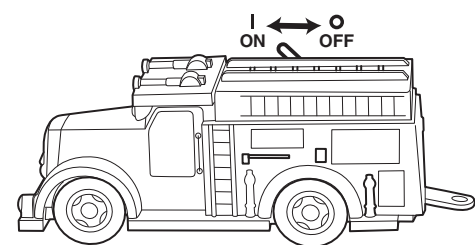
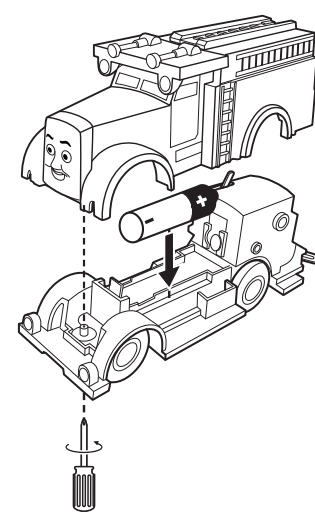
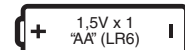
BATTERY SAVE MODE

If Cranky is not played with for more than 20 minutes, he will automatically shut-off to preserve battery life. To resume play, set the ON/OFF switch on Cranky's cab to OFF and then ON again to resume play.

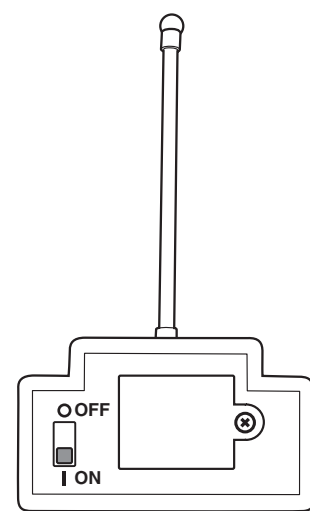
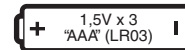
BATTERY INSTALLATION

Unscrew and lift cover away from products. Install battery as indicated inside the battery compartment. For longer life use only alkaline batteries. Requires 5 "AA" (LR6) and 3 "AAA" (LR03) batteries. If this toy begins to operate erratically, you may need to reset the electronics. Remove the batteries from the toy and replace it. Do not connect to more than the recommended number of power supplies.

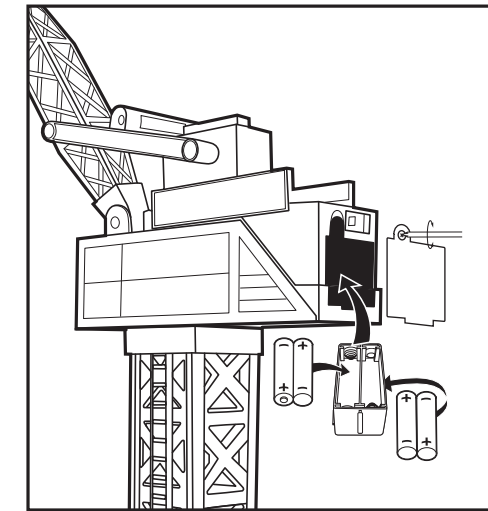
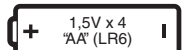
Flynn



Remote Control



Cranky



CAUTION:
To prevent entanglement, keep hair away from wheels.

ID: V1579-0920

Thomas the Tank Engine & Friends™
CREATED BY BRIT ALLCROFT

Based on the Railway Series by The Reverend W Awdry.
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CE 0979 27MHz

Hereby, Mattel declares that the toy is in compliance with the essential requirements and other relevant provisions of Directives 99/5/EC, 2004/108/EC, 88/378/EEC. Suitable for use in all EU member states. A copy of the Declaration of Conformity may be obtained from Mattel Europa, B.V., Gondel 1, 1186 MJ Amstelveen, Nederland.



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V1579

Fisher-Price

MOTORIZED

THOMAS & FRIENDS
TRACKMASTER
MOTORIZED RAILWAY

CRANKY & FLYNN
SAVE THE DAY!

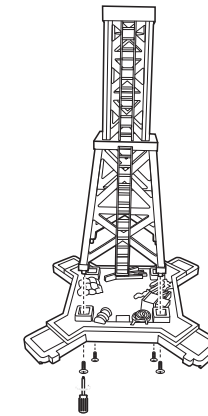
INSTRUCTIONS

Please keep these instructions for future reference as they contain important information.

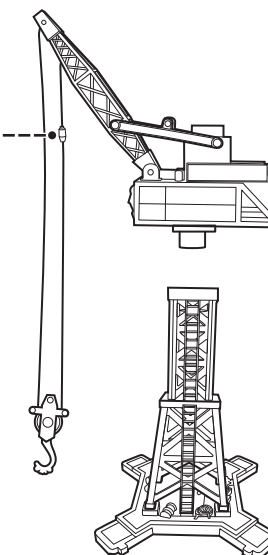


Assembly

1. Assemble the tower to the base using the (4) screws (included).



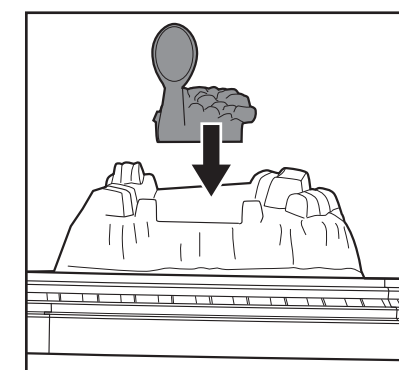
2. Snap the cab onto the tower.



NOTE: This is a one time snap. Once the cab is assembled to the tower, it cannot be taken apart.

3. Assemble the base to the Loading Area, aligning the two plugs found on the track to the pegs found on the base.

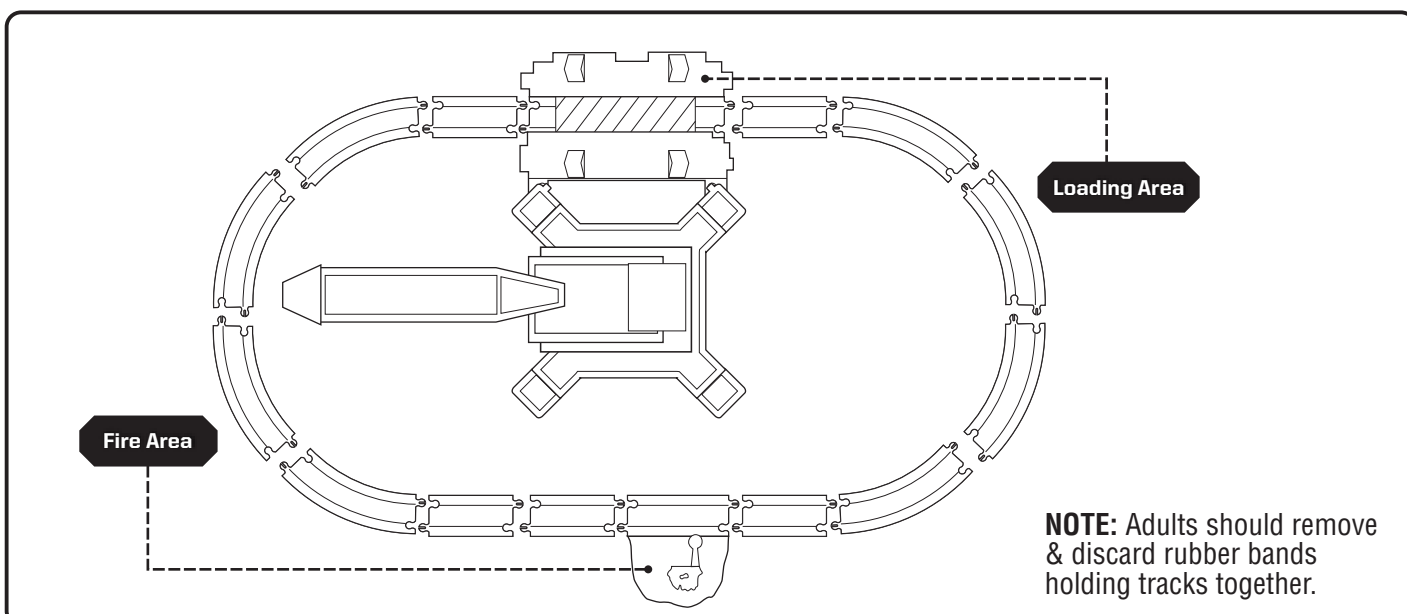
Fire Area



ADULT ASSEMBLY REQUIRED.
Phillips screwdriver required (not included).

Item No : V1579-0920
Version : EL
Size : 16.54" x 11.69" (A3)
Paper : Woodfree paper 80 gsm
Color : Black
Date : Mar 3, 2011 (WC)

Track Layout

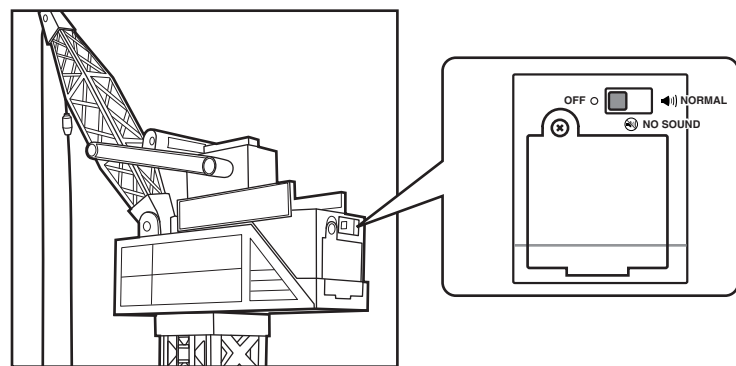


NOTE: Adults should remove & discard rubber bands holding tracks together.

How To Play

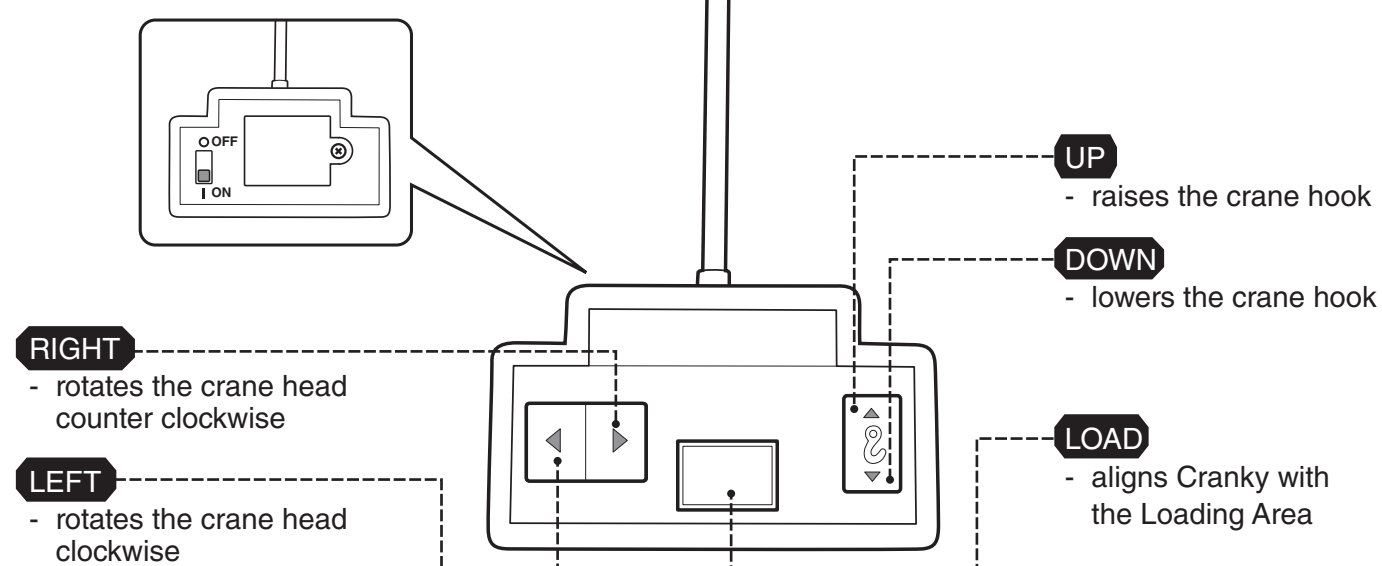
1. Be sure the ON/OFF switch on the crane is in the ON position.

NOTE: If you wish to play with Cranky without sound, set the switch to NO SOUNDS.

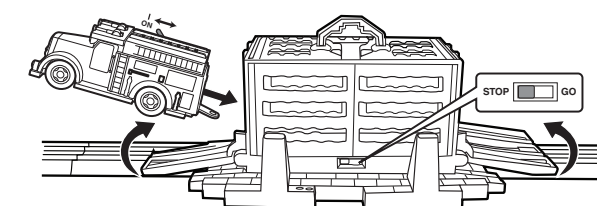


2. Be sure the ON/OFF switch on the remote is in the ON position. Now you control Cranky with the remote!

NOTE: For best results, make sure the remote is no further than 5 feet (1.5 m) away from Cranky while playing. Be sure to point the remote directly at Cranky with nothing in between Cranky and the remote.

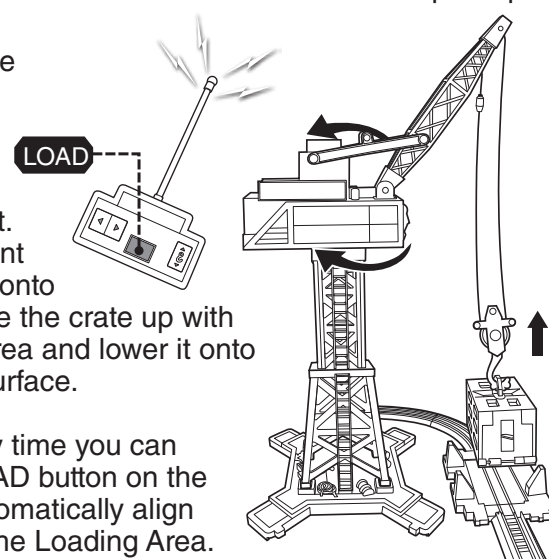


3. Place the crate on the Loading Area with the cargo doors OPEN. Set the switch on the crate to the STOP position. Place "Flynn" on the track and set his switch to the ON position. Flynn drives into the rear end of the crate, stopping inside the crate.



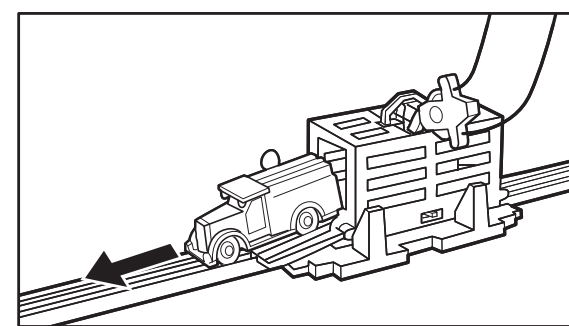
4. Close the crate doors and use the remote to pick up the crate with Cranky's hook.

Once the crate is raised, use the remote control to turn Cranky Left and Right. When you want to load Flynn onto the tracks, line the crate up with the loading area and lower it onto the loading surface.



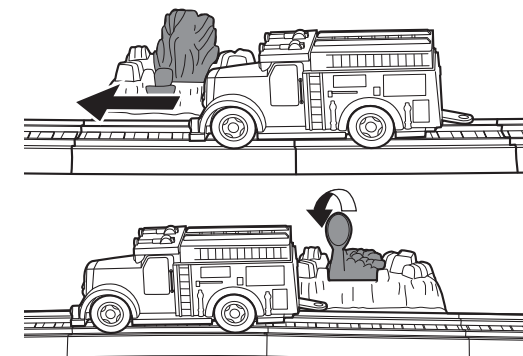
NOTE: At any time you can press the LOAD button on the remote to automatically align Cranky with the Loading Area.

Lower the crate to the Loading Area using the remote to control Cranky.

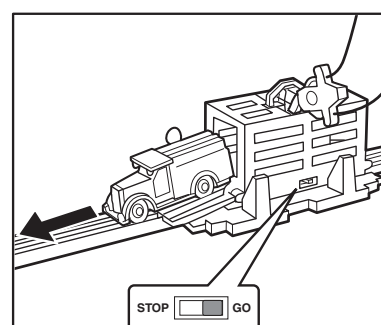


5. When the crate is lowered onto the base, the doors will open and Flynn will drive out of the crate and onto the tracks.

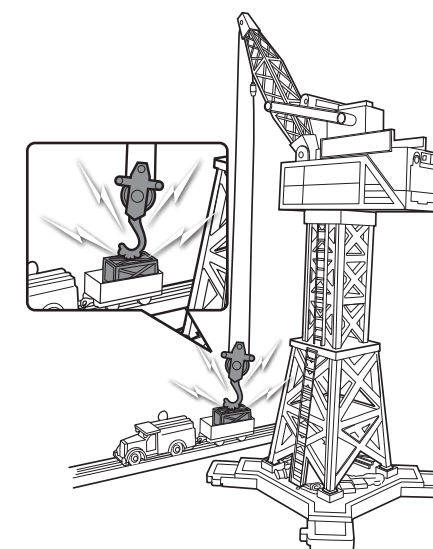
6. As Flynn races by the fire he will knock over the flame tab and "put out the fire!"



7. As Flynn continues on the track he can either drive through the crate if the switch is set to GO or re-load into the crate if the switch is set to STOP.



8. You can also load and unload the small cargo crate using the magnet found at the end of Cranky's hook.



9. Manually raise and lower the angle of the crane arm using the tabs on the side of Cranky's cab. For your safety, always remove the crate from the hook before adjusting the crane arm angle.

